



Aaron Ault • Atlanta, GA • (501) 993-2379 • aaron@aaronaultdesigns.com

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## **SUMMARY**

Modeler, texture artist & world builder adept at high/low poly modeling, PBR texturing & set decoration.

## **TECHNICAL QUALIFICATIONS AND PROFICIENCIES**

3D Studio Max | Modo | Maya | Adobe Photoshop | Substance Painter | Unreal Editor | ZBrush | Substance Designer | Quixel Suite | Megascans | Marvelous Designer | xNormal

## **SPECIALIZED SKILLS**

High Poly/Low Poly Modeling | UV Unwrapping for 3D Models | Texture Baking | PBR Texturing for 3D Models | Set Dressing/World Building | Digital Sculpting

## **WORK EXPERIENCE**

### **FREELANCE ARTIST | Aaron Ault Designs LLC, Atlanta, GA**

#### **2008-Present**

- Served as Associate Producer for the independent film: Stronghold (2022-2023), creating the logo for writer/director Julia Camara's production company: JMC Films, press packets, the posters used to promote the film as well as animated videos for the film's Instagram page.
- Created models, textures, materials and set dressed the radically redesigned "Expanse" map as well as created new cosmetic skins for Steam game: Dread Hunger by Digital Confectioners from May through October of 2022.
- Created concept sketches, modeled, created materials and set dressed all of the combat arenas for the upcoming Steam indie game: Genomon: Genetic Monsters by Machete Games from late 2021 through early 2022.
- Created concept sketches, modeled and textured 19 hat 3D models and 13 item/accessory 3D models as a Roblox Corporation contract employee in 2010.
- Created environment concept drawings and game cover illustrations for GamesThatWork (Big Fun Development Corporation) in Atlanta, Georgia. This included concept drawings and in-game painted backgrounds for SimuLearn project for the US Army called "Army Influence Trainer." Project shipped February 2009 for Iraq-bound captains, and, in 2010, was adopted into the core curriculum for all captains. Created game cover illustration and concept drawings for an XBOX 360 learning game called "Tee Zero." This game was scheduled to ship in early 2011.

### **ENVIRONMENT ARTIST | Tripwire Interactive, Roswell, GA**

#### **2010-2021**

- Modeled/textured environment assets and set dressed areas of Maneater DLC: Truth Quest (shipped August 2021).
- Conceived, created, and set dressed half of the discoverable Landmarks in Maneater DLC: Truth Quest.
- Modeled/textured environment assets and set dressed areas of Maneater (shipped May 2020).
- Conceived, created, and set dressed discoverable Landmarks in Maneater.
- Modeled/textured environment assets and set dressed maps for Killing Floor: Incursion VR (shipped August 2017).
- Modeled/textured environment assets and set dressed areas of 19 Killing Floor 2 maps (shipped 2016-2018).
- Designed, implemented, documented, trained, and maintained Modular Static Set kit for Killing Floor 2.
- Modeled/textured environment assets and set dressed areas of "Mamayev Kurgan" and "Barashka" maps for Red Orchestra 2: Heroes of Stalingrad (shipped May 2012 & November 2012, respectively).
- Modeled/textured environment assets for: "Hellride," "Moon Base," "Hillbilly Horror," "Lockheart's Steamland" and "Fright Yard" Killing Floor maps (shipped July 2012-October 2013).
- Set dressed maps: "Apartments," "Barracks," "Station," "Red October Factory," "Commissar's House" and "Pavlov's House" for Red Orchestra 2: Heroes of Stalingrad (shipped September 2011).



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**INTERN | World Touch Gaming, Cumming, GA**

**2010-2010**

Created all art content (concept art, logo & graphic design, 3D models/textures, rigs, animation, and special effects) for new "Flaming Flamingos" 3 X 5 video slot machine using standard pipeline process.

**SERVICE BUREAU LAB ASSISTANT AND STORE SUPPLY CLERK | The Art Institute of Atlanta, Dunwoody, GA**

**2006-2009**

Supported the AIA student body by providing computer lab and printing technical assistance (service bureau) and selling merchandise and textbooks (supply store).

**SENIOR ANALYST | Alltel Corporation, Little Rock, AR**

**2004-2006**

Managed, coordinated, and executed direct marketing campaigns, including development of targeting methodology and testing strategies. Created quarterly metrics reports of all campaigns processed by team. Led process improvement initiative, which cut processing time by 47%.

**Education**

**BACHELOR OF FINE ARTS - GAME ART & DESIGN | The Art Institute of Atlanta, Atlanta, GA**

Graduated Summa Cum Laude. (Cum G.P.A. 4.0)

Received the Best Portfolio Award for the Game Art & Design Bachelor of Fine Arts program

**POST BACCALAUREATE WORK IN ART AND PHILOSOPHY | University of Arkansas at Little Rock, Little Rock, AR**

Received the Jack and Wilma Diner Acquisition Award (Artwork is now in the permanent collection at UALR)

**BACHELOR OF FINE ARTS - MEDIA ARTS & INDUSTRIAL DESIGN | The Ohio State University, Columbus, OH**

Graduated Cum Laude. (Cum G.P.A. 3.54/Major G.P.A. 3.96)

Excellence in the Arts award recipient

Arthur Andersen Consulting Graduate/Undergraduate Exhibition Award